

GAMING MACHINE HAVING DYNAMIC BONUS FEATURE

ABSTRACT OF THE DISCLOSURE

5 [00047] A gaming machine and a method of playing the game which includes randomly displaying a plurality of game elements (20) in a grid (14) of cells (16) to produce a normal random display with one element (20) in each of the cells (16). A bonus random display of the game elements (20) is initiated in response to a triggering combination (30) of three apple symbols appearing in the cells (16). Once
10 this occurs, a sound is played to convey the beginning of the bonus round, and the sound is preferably of bees. In the bonus round, a plurality of the cells (16) is designated as wild cells (34) for the bonus random display and a wild card (40) is positioned over the wild cell (34) such that the wild card (40) conceals the game element (20) disposed within the wild cell (34). The bonus random display is
15 repeated for a predetermined number of rounds.

PCT/US2007/036800